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(54) **STORAGE MEDIUM STORING GAME PROGRAM, GAME PROCESSING METHOD, AND INFORMATION PROCESSING APPARATUS**

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    CPC *A63F 13/52* (2014.09); *A63F 13/822* (2014.09); *A63F 2300/308* (2013.01); *A63F 2300/65* (2013.01)

(58) **Field of Classification Search**
    USPC 463/30, 31, 34
    See application file for complete search history.

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(57) **ABSTRACT**

A game program for a game in which first and second characters battle against each other, wherein the game program causes a computer to realize: a data storage function of storing a first panel database, including a plurality of panels that the first character posesses, and a second panel database, including a plurality of panels that the second character posesses; a panel selection function of selecting panels disposed in frames of a game display screen including a battle display region formed by one or more frames, from the first and second panel databases; a panel layout function of placing the panels selected by the panel selection function in the frames; a screen display control function of displaying the game display screen on a screen display unit; and an emphasized display function of emphasizing and displaying the panels disposed by the panel layout function on the screen display unit.
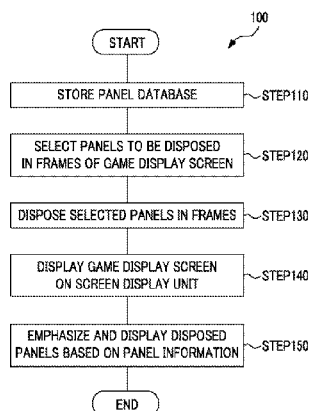
25 Claims, 12 Drawing Sheets

FIG. 1

100

(START)

| STORE PANEL DATABASE | ~STEP110 |

| SELECT PANELS TO BE DISPOSED IN FRAMES OF GAME DISPLAY SCREEN | ~STEP120 |

| DISPOSE SELECTED PANELS IN FRAMES | ~STEP130 |

| DISPLAY GAME DISPLAY SCREEN ON SCREEN DISPLAY UNIT | ~STEP140 |

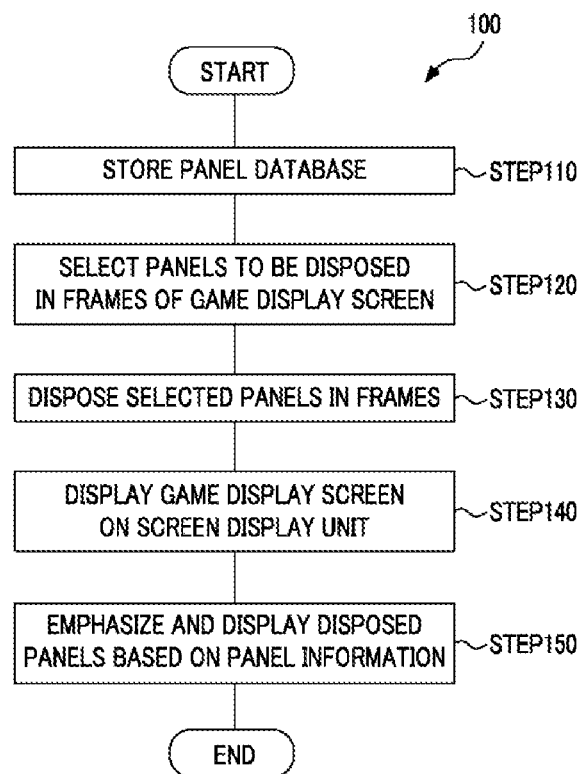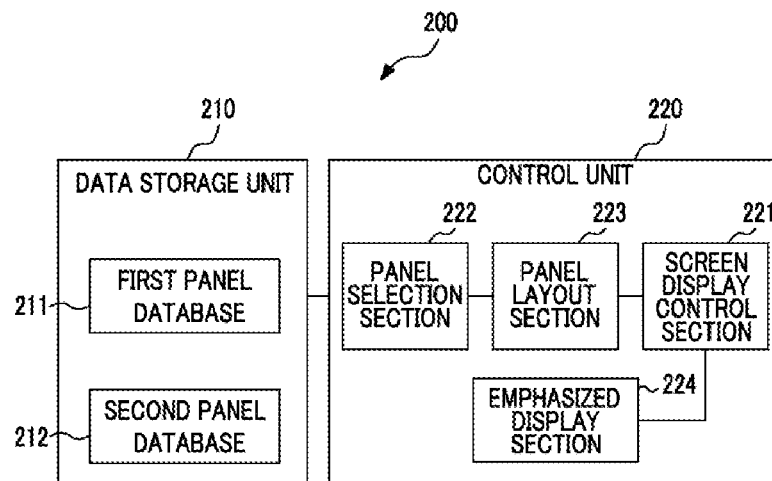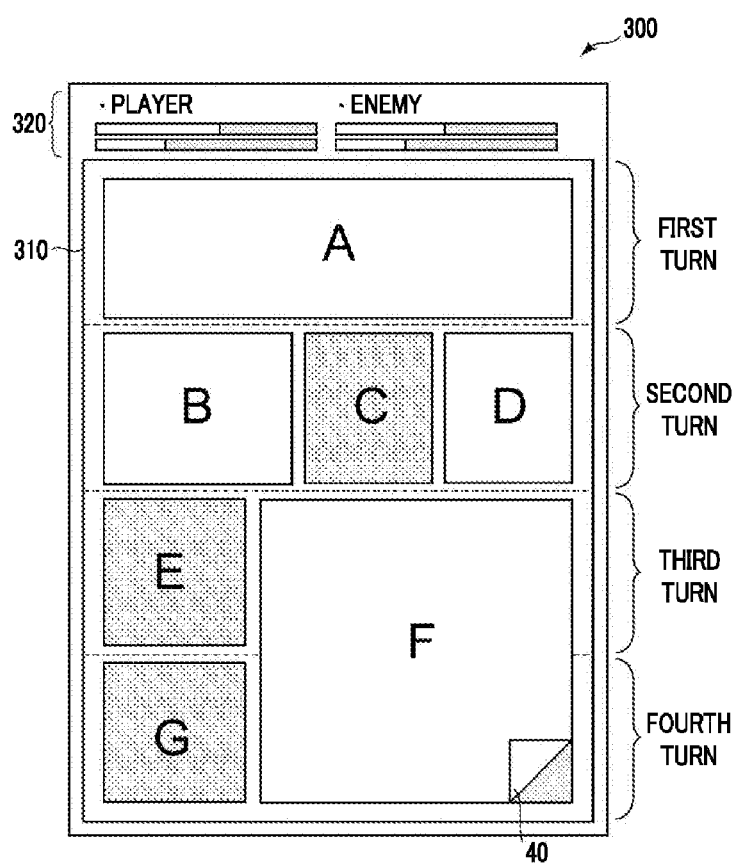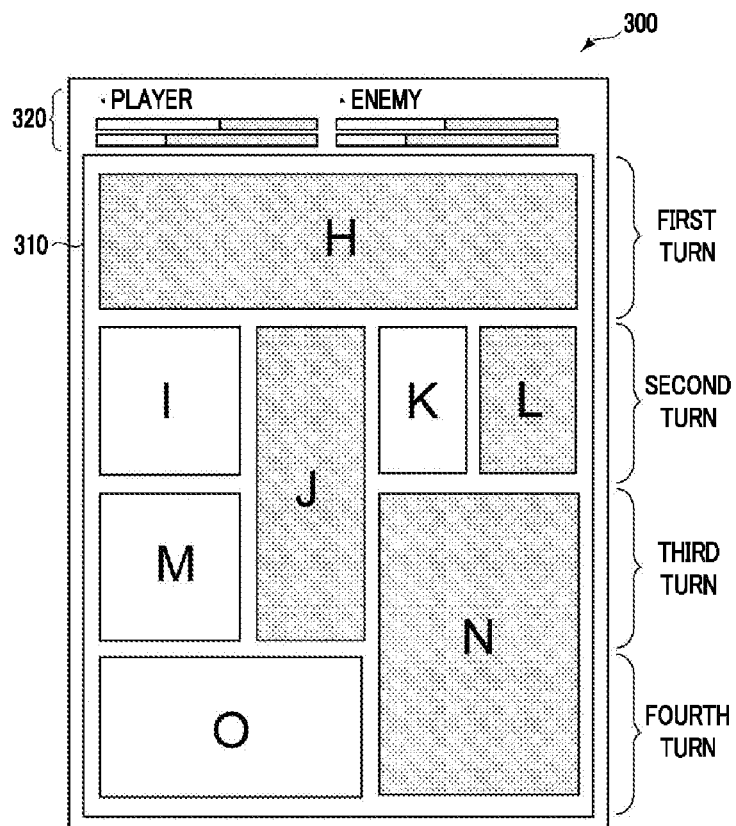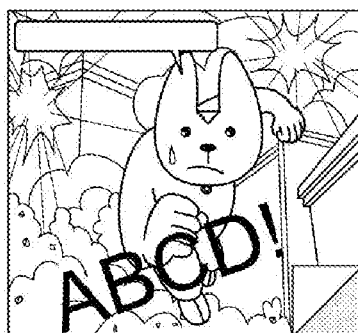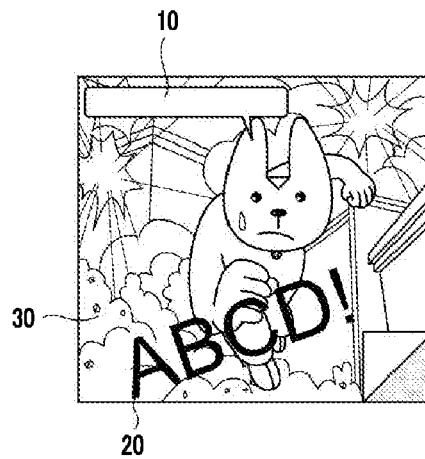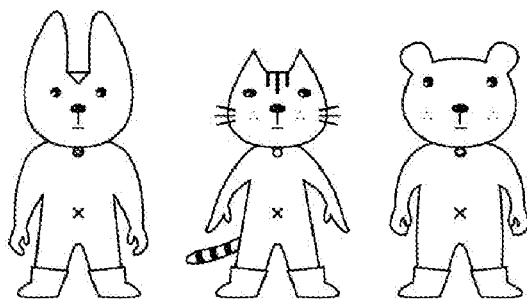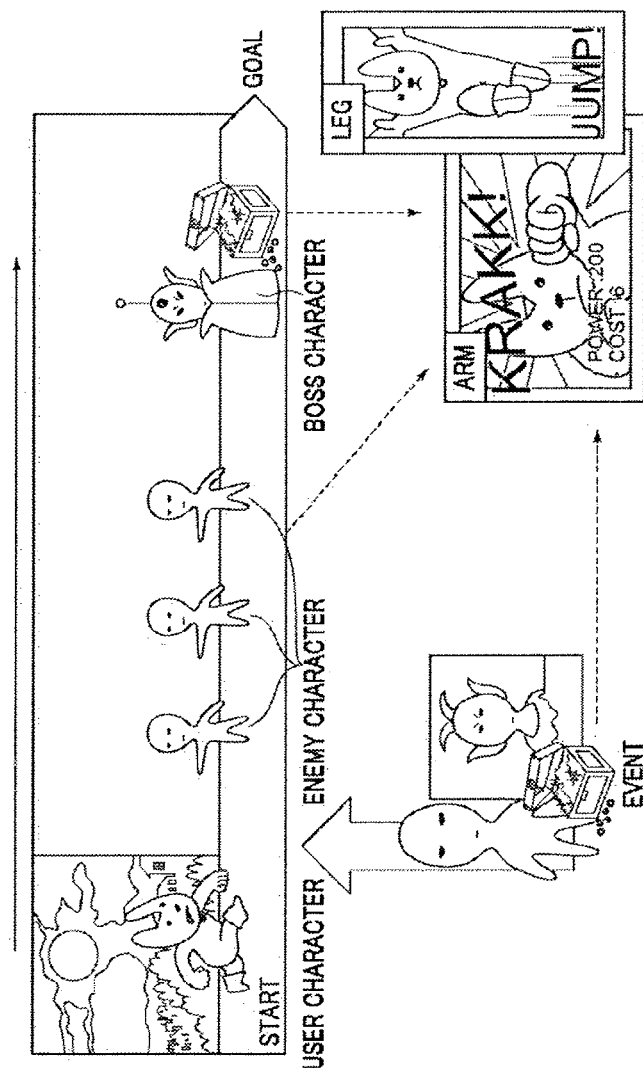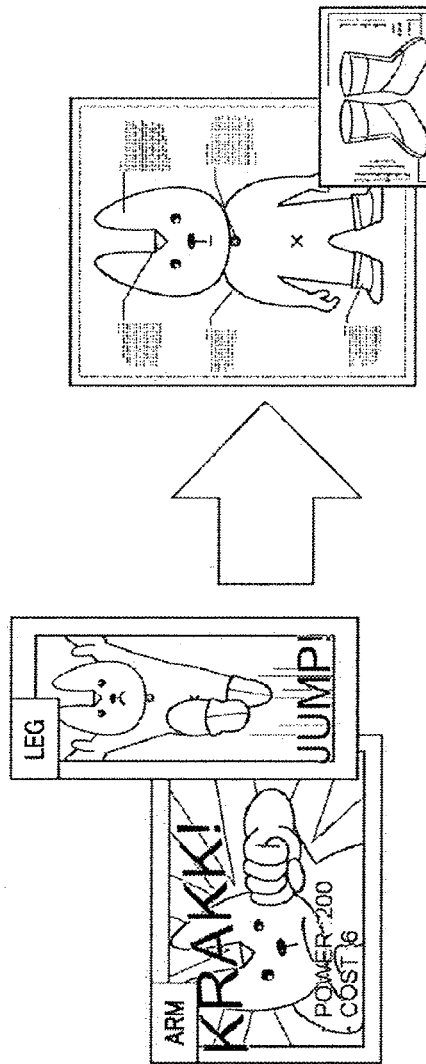| EMPHASIZE AND DISPLAY DISPOSED PANELS BASED ON PANEL INFORMATION | ~STEP150 |

(END)

FIG. 2

FIG. 3

FIG. 4

FIG. 5A

FIG. 5B

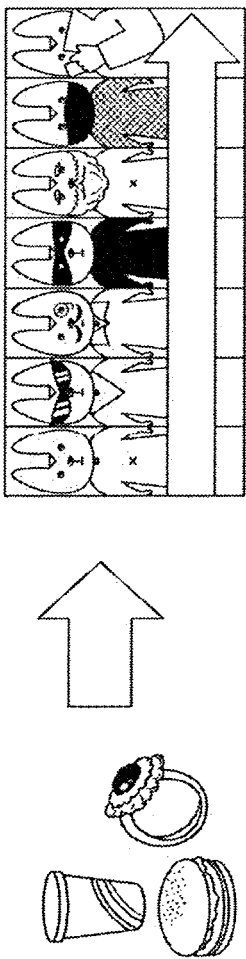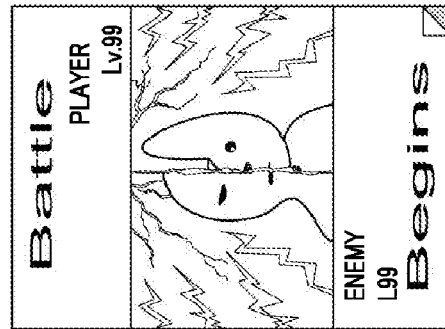FIG. 6

FIG. 7

FIG. 8

FIG. 9

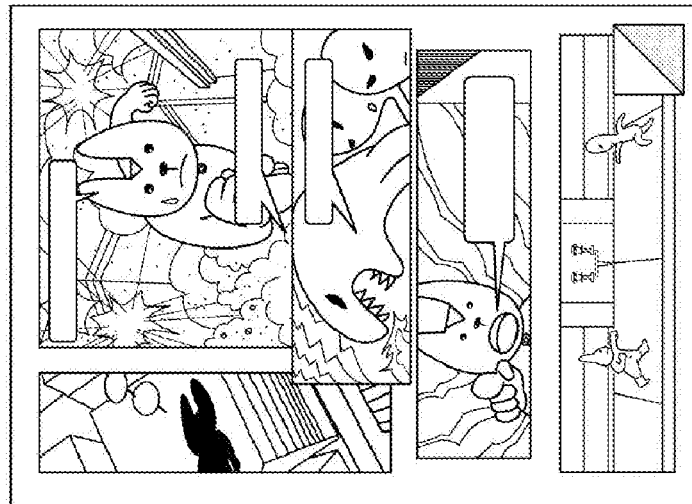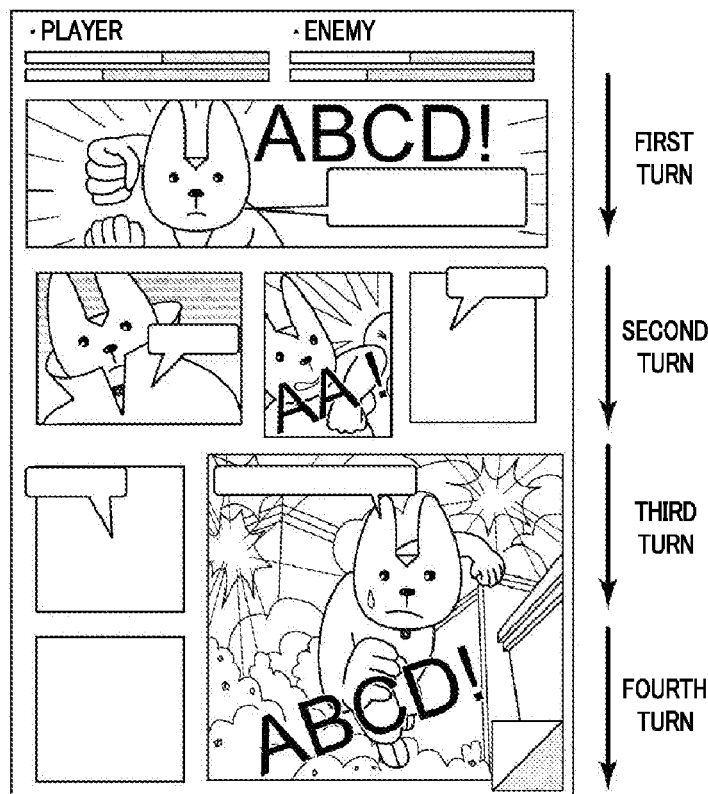FIG. 10

FIG. 11B

FIG. 11A

FIG. 12

STORAGE MEDIUM STORING GAME PROGRAM, GAME PROCESSING METHOD, AND INFORMATION PROCESSING APPARATUS

CROSS REFERENCE TO RELATED APPLICATION

This application is a new U.S. patent application that claims benefit of JP 2013-116039, filed on May 31, 2013, JP 2013-268385, filed on Dec. 26, 2013, and JP 2014-42491, filed on Mar. 5, 2014. The entire content of JP 2013-116039, JP 2013-268385 and JP 2004-42491 is hereby incorporated by reference.

BACKGROUND OF THE INVENTION

1. Field of the Invention

The present invention relates to a storage medium storing a game program, a game processing method, and an information processing apparatus, and in particular, to a storage medium storing a game program and a game processing method of a game, in which a plurality of characters battle against each other, and an information processing apparatus that controls the game.

2. Background Art

In recent years, with the spread of electronic apparatuses, such as smart phones and tablets, games played on these electronic apparatuses have been actively developed.

As an example of such a game, there is a card game in which the user plays against other users or against the computer using cards collected in the game.

Japanese Unexamined Patent Application Publication No. 2007-252696 discloses a technique regarding the card game described above. According to this technique, the user configures a deck with cards used in a play, which is selected from a plurality of cards that the user own, and plays a rock-paper-scissors game or the like with an opponent using the deck.

Such a card game system is familiar to many users today. However, since the use of a two-dimensional card in the battle scene is boring sometimes, there have been calls for improvement.

SUMMARY OF THE INVENTION

In order to solve the problem described above, it is an object of the invention to provide a storage medium storing a game program and a game processing method of a game, which gives a user a high visual effect, and an information processing apparatus that controls the game.

A storage medium of the invention is a storage medium storing a game program that is for a game in which first and second characters join battles. The game program causes a computer to realize: a data storage function of storing a first panel database, which includes a plurality of panels that the first character posesses, and a second panel database, which includes a plurality of panels that the second character posesses; a panel selection function of selecting panels, which are to be disposed in frames of a game display screen including a display region formed by one or more frames, from the first and second panel databases; a panel layout function of placing the panels selected by the panel selection function in the frames; a screen display control function of displaying the game display screen on a screen display unit;

and a frame execution function of executing the frames, in which the panels are disposed by the panel layout function, in predetermined order.

The predetermined order may be determined based on arrangement, shapes, and/or sizes of the panels.

A storage medium of the invention is a storage medium storing a game program that is for a game in which first and second characters join battles. The game program causes a computer to realize: a data storage function of storing a first panel database, which includes a plurality of panels that the first character posesses, and a second panel database, which includes a plurality of panels that the second character posesses; a panel selection function of selecting panels, which are to be disposed in frames of a game display screen including a display region formed by one or more frames, from the first and second panel databases; a panel layout function of placing the panels selected by the panel selection function in the frames; a screen display control function of displaying the game display screen on a screen display unit; and a frame execution function of executing the frames, in which the panels are disposed by the panel layout function, based on panel information indicating characteristics of the panels disposed in the frames.

The first character may be a user, the second character may be an enemy of the user, and the user and the enemy may play as a friend and a foe.

The first character may be a user, the second character may be a friend of the user, and the user and the friend may play as friends.

The plurality of panels may be given according to progress of the game.

The storage medium storing a game program described above may cause a computer to further realize an emphasized display function of emphasizing and displaying the panels disposed in the frames executed by the frame execution function.

The panel information may include information regarding the size of each panel.

The panel information may include information regarding the capability of each panel, and the strength of the capability may correspond to the size of each panel.

The display region may be divided by a plurality of turns.

Each of the panels may display a still image.

Each of the frames may further have a text display portion for displaying texts, and the text display portion may be displayed so as to overlap the panel disposed in the frame.

Each of the frames may have a frame portion, and a frame portion of a frame, in which a panel selected from the first panel database is disposed, and a frame portion of a frame, in which a panel selected from the second panel database is disposed, may be constructed in different colors.

A game processing method of the invention is a game processing method for a game in which first and second characters join battles. The game processing method causes a computer to execute: a data storage step of storing a first panel database, which includes a plurality of panels that the first character posesses, and a second panel database, which includes a plurality of panels that the second character posesses; a panel selection step of selecting panels, which are to be disposed in frames of a game display screen including a display region formed by one or more frames, from the first and second panel databases; a panel layout step of placing the panels selected in the panel selection step in the frames; a screen display control step of displaying the game display screen on a screen display unit; and a frame execution step of executing the frames, in which the panels are disposed in the panel layout step, in predetermined order.

A game processing method of the invention is a game processing method for a game in which first and second characters join battles. The game processing method causes a computer to execute: a data storage step of storing a first panel database, which includes a plurality of panels that the first character posesses, and a second panel database, which includes a plurality of panels that the second character posesses; a panel selection step of selecting panels, which are to be disposed in frames of a game display screen including a display region formed by one or more frames, from the first and second panel databases; a panel layout step of placing the panels selected in the panel selection step in the frames; a screen display control step of displaying the game display screen on a screen display unit; and a frame execution step of executing the frames, in which the panels are disposed in the panel layout step, based on panel information indicating characteristics of the panels disposed in the frames.

An information processing apparatus of the invention is an information processing apparatus that controls a game in which first and second characters join battles. The information processing apparatus includes: a data storage unit that stores a first panel database, which includes a plurality of panels that the first character posesses, and a second panel database, which includes a plurality of panels that the second character posesses; and a control unit. The control unit includes: a screen display control section that displays a game display screen, which includes a display region formed by one or more frames, on a screen display unit; a panel selection section that selects panels, which are to be disposed in the frames of the display region, from the first and second panel databases; a panel layout section that places the panels selected by the panel selection section in the frames; and a frame execution section that executes the frames, in which the panels are disposed by the panel layout section, in predetermined order.

An information processing apparatus of the invention is an information processing apparatus that controls a game in which first and second characters join battles. The information processing apparatus includes: a data storage unit that stores a first panel database, which includes a plurality of panels that the first character posesses, and a second panel database, which includes a plurality of panels that the second character posesses; and a control unit. The control unit includes: a screen display control section that displays a game display screen, which includes a display region formed by one or more frames, on a screen display unit; a panel selection section that selects panels, which are to be disposed in the frames of the display region, from the first and second panel databases; a panel layout section that places the panels selected by the panel selection section in the frames; and a frame execution section that executes the frames, in which the panels are disposed by the panel layout section, based on panel information indicating characteristics of the panels disposed in the frames.

According to the storage medium, the game processing method, and the information processing apparatus of the invention, it is possible to provide a game that gives a user a high visual effect.

BRIEF DESCRIPTION OF THE DRAWINGS

FIG. 1 is a flowchart showing an example of a game program according to an embodiment of the invention.

FIG. 2 is a block diagram showing an example of an information processing apparatus according to an embodiment of the invention.

FIG. 3 is a schematic diagram showing an example of a game display screen according to the embodiment of the invention.

FIG. 4 is a schematic diagram showing an example of the game display screen according to the embodiment of the invention.

FIGS. 5A and 5B are schematic diagrams showing examples of a panel according to the embodiment of the invention.

FIG. 6 is a schematic diagram showing an example of the panel according to the embodiment of the invention.

FIG. 7 is a schematic diagram for explaining an example of the game according to the invention.

FIG. 8 is a schematic diagram for explaining an example of the game according to the invention.

FIG. 9 is a schematic diagram for explaining an example of the game according to the invention.

FIG. 10 is a schematic diagram for explaining an example of the game according to the invention.

FIGS. 11A and 11B are schematic diagrams for explaining examples of the game according to the invention.

FIG. 12 is a schematic diagram for explaining an example of the game according to the invention.

DETAILED DESCRIPTION OF THE INVENTION

A game program according to an embodiment of the invention will be described with reference to the accompanying diagrams.

The game program of the invention is a game program for a game in which the first and second characters battle against each other, and causes a computer to realize a data storage function, a panel selection function, a panel layout function, a screen display control function, and an emphasized display function.

FIG. 1 is a flowchart showing an example of a game program 100 of the invention.

Using the data storage function, a first panel database including a plurality of panels that the first character posesses and a second panel database including a plurality of panels that the second character posesses are stored (STEP 110). This function can be realized by a data storage unit to be described later.

Using the panel selection function, panels, which are to be disposed in frames of the game display screen including a battle display region formed by one or more frames, are selected from the first panel database including a plurality of panels that the first character posesses and the second panel database including a plurality of panels that the second character posesses (STEP 120). This function can be realized by a panel selection section to be described later.

Using the panel layout function, the panels selected by the panel selection function are disposed in the frames (STEP 130). This function can be realized by a panel layout section to be described later.

Using the screen display control function, the game display screen is displayed on a screen display unit (STEP 140). The screen display unit receives a signal output from a screen display control section of an information processing apparatus, which will be described later. For example, a display device provided in a user terminal can be used. In addition, it is possible to use a touch panel type display that also serves as an input unit to be described later. This function can be realized by the screen display control section to be described later.

Using the emphasized display function, the panel disposed by the panel layout function is emphasized and displayed on the screen display unit based on the panel information indicating the characteristics of the panel (STEP 150). Here, "emphasized display" refers to displaying a specific panel of the panels disposed in the frames noticeably compared with the other panels. As examples of emphasized display, it is possible to display a movie or to display a frame so as to surround the panel. This function can be realized by an emphasized display section to be described later.

The game program of the invention can be executed in a server apparatus or a user terminal to perform each process of the game described above. In addition, the game program of the invention can be provided in a state where the game program is recorded on a computer-readable recording medium. Recording media is not particularly limited as long as the recording media can be read by the computer, such as a CD-ROM and a DVD.

Next, a game processing method according to an embodiment of the invention will be described.

The game processing method of the invention is a game processing method of a game in which the first and second characters battle against each other, and includes a data storage step, a panel selection step, a panel layout step, a screen display control step, and an emphasized display step.

In the data storage step, a first panel database including a plurality of panels that the first character posesses and a second panel database including a plurality of panels that the second character posesses are stored. This step can be processed by the data storage unit to be described later.

In the panel selection step, panels, which are to be disposed in frames of the game display screen including a battle display region formed by one or more frames, are selected from the first and second panel databases. This step can be processed by the panel selection section to be described later.

In the panel layout step, the panels selected in the panel selection step are disposed in the frames. This step can be processed by the panel layout section to be described later.

In the screen display control step, the game display screen is displayed on the screen display unit. This step can be processed by the screen display control section to be described later.

In the emphasized display step, the panel disposed in the panel layout step is emphasized and displayed on the screen display unit based on the panel information indicating the characteristics of the panel. This step can be processed by the emphasized display section to be described later.

Next, an information processing apparatus according to an embodiment of the invention will be described with reference to the accompanying diagrams.

FIG. 2 is a block diagram schematically showing an example of the information processing apparatus according to the embodiment of the invention.

An information processing apparatus 200 of the invention is an information processing apparatus that controls a game in which the first and second characters battle against each other, and includes a data storage unit 210 and a control unit 220.

The data storage unit 210 stores a first panel database 211, which includes a plurality of panels that the first character posesses, and a second panel database 212, which includes a plurality of panels that the second character posesses.

The control unit 220 includes: a screen display control section 221 that displays a game display screen, which includes a battle display region formed by one or more

frames, on the screen display unit; a panel selection section 222 that selects panels, which are to be disposed in the frames of the battle display region, from the first panel databases 211 and second panel databases 212; a panel layout section 223 that disposes the panels selected by the panel selection section 222 in the frames; and an emphasized display section 224 that emphasizes and displays the panels disposed by the panel layout section 223 on the screen display unit based on the panel information indicating the characteristics of the panels. As the screen display unit, a display device and the like can be mentioned. In addition, it is possible to use a touch panel type display that also serves as an input unit to be described later.

A first panel group configured to include a plurality of panels that the first character posesses is stored in the first panel database 211.

A second panel group configured to include a plurality of panels that the second character posesses is stored in the second panel database 212.

Although not shown in the diagram, the information processing apparatus 200 of the invention can include an input receiving unit that receives an input for giving an instruction to the control unit 220. As means for the input received by the input receiving unit, everything that the information processing apparatus operated by the user may have, such as buttons, a keyboard, or a mouse, is included. In addition, as described above, it is also possible to use touch panel type input means.

While the information processing apparatus 200 of the invention can be a server apparatus or a user terminal, such as a mobile phone or a smart phone, the information processing apparatus 200 of the invention can also be configured to include a user terminal and a server apparatus.

FIG. 3 is a diagram schematically showing an example of a game display screen 300 displayed on the screen display unit. As shown in FIG. 3, the game display screen 300 is a game display screen of a game in which the first and second characters battle against each other. The game display screen 300 includes a battle display region 310 formed by one or more frames (in FIG. 3, frames A to G).

As shown in FIG. 3, a character (PLAYER) that the user uses can be set as the first character, and a character (ENEMY) that the computer uses can be set as the second character. Alternatively, although not shown in the diagram, the character (PLAYER) that the user uses can be set as the first character, and a character (FRIEND) that another user uses can be set as the second character.

Panels, which are selected from the first panel group configured to include a plurality of panels that the first character posesses and the second panel group configured to include a plurality of panels that the second character posesses, are disposed in the frames A to G. In the example shown in FIG. 3, panels selected from the first panel group are disposed in the frames A, B, D, and F, and panels selected from the second panel group are disposed in the frames C, E, and G.

The emphasized display section 224 can execute the frames in predetermined order, and emphasize and display the panels disposed in the executed frames. The battle proceeds by executing the frames A to G in order of the frames A, B, C, D, E, F, and G.

That is, according to the game display screen 300 according to the embodiment of the invention, the battle between the first and second characters proceeds in a format like a cartoon. Therefore, since the user can play the game with a

sense of reading a cartoon, the visual effect that the user receives is greatly improved compared with that in the related art.

In the game display screen **300**, the battle can be performed based on the panel information regarding the panel that is emphasized and displayed by the emphasized display section **224**. In this case, the panel information is assumed to include information regarding the size of the panel.

In addition, each panel described above can have an arbitrary size. In the example shown in FIG. **4**, the game display screen **300** includes the battle display region **310** formed by frames H to O. In the battle display region **310** divided into cells of "4 columns×4 rows", each of panels disposed in the frames H and N has a size corresponding to four cells. Similarly, each of panels disposed in the frames J and O has a size corresponding to two cells, and each of panels disposed in the frames I, K, L, and M has a size corresponding to one cell.

Specifically, assuming that each row indicates a turn of a battle, the occupancy of action in each turn in horizontally long frames, such as the frames H, N, and O, is high compared with that in horizontally short frames, such as the frames I, J, K, L, and M. Accordingly, for example, in the first turn, only the action of the first player is performed.

In the vertically long frames, such as the frames J and N, their actions are first performed in the previous turn. That is, for example, the frame J over the second and third turns is executed prior to the frame M disposed in the third turn.

That is, a panel the size of which is larger and presents at a position where a turn number is earlier leads a battle advantageously.

In addition, although the case where the battle proceeds from the upper left to the lower right is shown in the example described above, the battle may proceed from the upper right to the lower left.

As described above, it is preferable that the battle display region **310** be divided by the turn indicating the unit of the progress of the battle.

In addition, it is preferable that the shape of the panel be a rectangle. Panels can have various shapes, such as a circle, a triangle, and a polygon, as well as the rectangle (including a square), such as a card in the related art.

In addition, it is preferable that the panel information described above include information on the capability of the panel. The capability information refers to information including attack, defense (avoidance), attributes, recovery, and skills to disable or replace the frame, for example. The effect of the capability is assumed to correspond to the size of the panel. Accordingly, the effect of the frames H and N with a large panel size is higher than that of the other frames.

In addition, the panel can display a still image. As an example of the still image, as shown in FIGS. **5**A and **5**B, the action described above can be assumed to be expressed by way of illustration. FIG. **5**A shows a still image of a panel with information of attack, and the illustration of the character to make a punch attack is drawn. Similarly, FIG. **5**B shows a still image of a panel with information of defense, and the illustration of the character to avoid the attack of the enemy is drawn.

Preferably, these panels display a movie when the panels are emphasized and displayed. The movie is an animation that displays a plurality of still images consecutively.

FIG. **6** is a diagram schematically showing the panel of the frame F shown in FIG. **3**. As shown in FIG. **6**, it is preferable that the frame described above further have a text

display portion **10** for displaying texts. Preferably, the text display portion **10** is displayed so as to overlap the panel disposed in the frame.

In addition to the panel described above, the frame preferably has a sound effect display portion **20** for displaying the texts showing the sound effect and/or an effect display portion **30** for displaying the effect. These portions can be displayed with a movie when the frame is emphasized and displayed. Due to these portions, the visual effect given to the user is further improved. In addition, the information processing apparatus operated by the user may be vibrated in conjunction with the sound effect display portion **20** or the like.

It is preferable that the panel, which is emphasized and displayed, be disposed in the middle of the game display screen **300**. That is, the panel that is emphasized and displayed is displayed so as to zoom in. Accordingly, the visual effect given to the user is further improved.

In addition, it is preferable that the frame have a frame portion. In this frame portion, it is preferable that a frame portion of a frame, in which the panel selected from the first panel group is disposed, and a frame portion of a frame, in which the panel selected from the second panel group is disposed, be constructed in different colors. In this case, the panel of the first character and the panel of the second character can be visually easily distinguished.

In addition, as shown in FIG. **3**, when the battle does not fit in the battle display region **310**, it is preferable to provide a page turn portion **40** for proceeding to the next page in a part of the frame executed at the end.

Preferably, the panels described above are automatically disposed in the frames by a computer. In this case, it is possible to save the time and effort taken for the user to dispose the panels. The battle result is preferably determined based on the panel information at a stage where the panels are disposed. In addition, it is also possible to change the battle result by changing the panel, which is displayed on the next page, by the operation (action for recovery or the like) of the user during the battle.

In addition, as shown in FIGS. **3** and **4**, the game display screen **300** of the invention can include a gauge display portion **320** for displaying the gauge of the character. This gauge shows hit points (hereinafter, described as HP) indicating the strength of the character or character points (hereinafter, described as CP) indicating the action force of the character. The HP is decreased by receiving the action of the attack of the opponent, and is increased by taking action for recovery. On the other hand, the CP is decreased by placing a large panel.

In FIG. **4**, an example is shown in which all sizes of the panel objects can be expressed as an integral multiple of the cell. However, the invention is not limited to this.

Next, the basic flow of a game displayed on the game display screen will be described.

A game described as an example herein has a main cycle and a sub-cycle. In the main cycle, as shown in FIG. **7**, the user selects one character from a plurality of characters presented, and collects panels while advancing the quest. For a plurality of characters, it is possible to set the characteristics, such as power type, speed type, stamina type, and balanced type. FIG. **8** shows an example of the quest, and the character selected by the user does battle with a boss character after a battle with a plurality of enemy characters. A panel can be acquired as a reward for the battle with the enemy characters and the boss character. In addition, it is

9

10

also possible to acquire the panel in a specific event or the like. Thus, the user acquires the panel by advancing the game.

Then, in the sub-cycle, the user can use the acquired panel in order to strengthen the deck for the battle, or can use the acquired panel in order to develop a character. Developing the character refers to combining the character selected by the user with the acquired panel. As shown in FIG. 9, panels are used to strengthen each part (body, arms, legs, skill, and the like) of the body of the character. For example, a panel with information of the strength is used to strengthen the body of the character, a panel with information of the attack is used to strengthen the arms of the character, a panel with information of the defense is used to strengthen the legs of the character, and a panel with information of special technique effects during the battle is used to reinforce the skills of the character. In addition, a setting for making it possible to select a larger number of other characters or to use a stronger panel as the level of the character rises can also be made.

As shown in FIG. 10, as a reward for the battle or the event, there is an evolution material in addition to the panel. By using this evolution material, the selected character can be evolved into a character wearing a different costume. The character after evolution can have a capability exceeding the upper limit of the capability of the selected character before evolution.

As shown in FIG. 11A, even before the battle, it is possible to advance the story in a format like a cartoon. Then, after a battle start screen is displayed as shown in FIG. 11B, the battle is started.

In such a flow of the game, when a battle starts, the battle using the game display screen described above is performed. FIG. 12 shows another example of the game display screen according to the invention. For the enemy character and the character selected by the user, it is possible to set the compatibility according to the attributes. In addition, when three or more specific panels are disposed within one game display screen, it is also possible to generate a combo exhibiting the effect beyond the effects of these cards.

Those described above show an example of the representative embodiment, and the invention is not limited to this embodiment.

What is claimed is:

1. A non-transitory computer readable recording medium storing game program code instructions that are for a game in which first and second characters join battles, and when the game program code instructions are executed by a computer, the game program code instructions cause the computer to perform:
  a data storage function of storing a first panel database, which includes a plurality of panels that the first character posesses, and a second panel database, which includes a plurality of panels that the second character posesses;
  a panel selection function of selecting panels, which are to be disposed in frames of a game display screen including a display region formed by one or more frames, from the first and second panel databases;
  a panel layout function of placing the panels selected by the panel selection function in the frames;
  a screen display control function of displaying the game display screen on a screen display unit; and
  a frame execution function of executing the frames, in which the panels are disposed by the panel layout function, in predetermined order.

2. The recording medium according to claim 1, wherein the predetermined order is determined based on arrangement, shapes, and/or sizes of the panels.

3. The recording medium according to claim 1, wherein the first character is a user, the second character is an enemy of the user, and the user and the enemy play as a friend and a foe.

4. The recording medium according to claim 1, wherein the first character is a user, the second character is a friend of the user, and the user and the friend play as friends.

5. The recording medium according to claim 1, wherein the plurality of panels are given according to progress of the game.

6. The recording medium storing the game program according to claim 1, causing a computer to further realize:
  an emphasized display function of emphasizing and displaying the panels disposed in the frames executed by the frame execution function.

7. The recording medium according to claim 1, wherein the display region is divided by a plurality of turns.

8. The recording medium according to claim 1, wherein each of the panels displays a still image.

9. The recording medium according to claim 1, wherein each of the frames further posesses a text display portion for displaying texts, and
  the text display portion is displayed so as to overlap the panel disposed in the frame.

10. The recording medium according to claim 1, wherein each of the frames has a frame portion, and
  a frame portion of a frame, in which a panel selected from the first panel database is disposed, and a frame portion of a frame, in which a panel selected from the second panel database is disposed, are constructed in different colors.

11. A non-transitory computer readable recording medium storing game program code instructions that are for a game in which first and second characters join battles, and when the game program code instructions are executed by a computer, the game program code instructions cause the computer to perform:
  a data storage function of storing a first panel database, which includes a plurality of panels that the first character posesses, and a second panel database, which includes a plurality of panels that the second character posesses;
  a panel selection function of selecting panels, which are to be disposed in frames of a game display screen including a display region formed by one or more frames, from the first and second panel databases;
  a panel layout function of placing the panels selected by the panel selection function in the frames;
  a screen display control function of displaying the game display screen on a screen display unit; and
  a frame execution function of executing the frames, in which the panels are disposed by the panel layout function, based on panel information indicating characteristics of the panels disposed in the frames.

12. The recording medium according to claim 11, wherein the first character is a user, the second character is an enemy of the user, and the user and the enemy play as a friend and a foe.

13. The recording medium according to claim 11, wherein the first character is a user, the second character is a friend of the user, and the user and the friend play as friends.

14. The recording medium according to claim **11**, wherein the plurality of panels are given according to progress of the game.

15. The recording medium storing the game program according to claim **11**, causing a computer to further realize: an emphasized display function of emphasizing and displaying the panels disposed in the frames executed by the frame execution function.

16. The recording medium according to claim **11**, wherein the panel information includes information regarding a size of each panel.

17. The recording medium according to claim **11**, wherein the panel information includes information regarding a capability of each panel, and strength of the capability corresponds to the size of each panel.

18. The recording medium according to claim **11**, wherein the display region is divided by a plurality of turns.

19. The recording medium according to claim **11**, wherein each of the panels displays a still image.

20. The recording medium according to claim **11**, wherein each of the frames further has a text display portion for displaying texts, and the text display portion is displayed so as to overlap the panel disposed in the frame.

21. The recording medium according to claim **11**, wherein each of the frames has a frame portion, and a frame portion of a frame, in which a panel selected from the first panel database is disposed, and a frame portion of a frame, in which a panel selected from the second panel database is disposed, are constructed in different colors.

22. A game processing method for a game in which first and second characters join battles, and when executed by a computer, the game processing method causes the computer to perform:

a data storage step of storing a first panel database, which includes a plurality of panels that the first character posesses, and a second panel database, which includes a plurality of panels that the second character posesses;

a panel selection step of selecting panels, which are to be disposed in frames of a game display screen including a display region formed by one or more frames, from the first and second panel databases;

a panel layout step of placing the panels selected in the panel selection step in the frames;

a screen display control step of displaying the game display screen on a screen display unit; and

a frame execution step of executing the frames, in which the panels are disposed in the panel layout step, in predetermined order.

23. A game processing method for a game in which first and second characters join battles, and when executed by a computer, the game processing method causes the computer to perform:

a data storage step of storing a first panel database, which includes a plurality of panels that the first character posesses, and a second panel database, which includes a plurality of panels that the second character posesses;

a panel selection step of selecting panels, which are to be disposed in frames of a game display screen including a display region formed by one or more frames, from the first and second panel databases;

a panel layout step of placing the panels selected in the panel selection step in the frames;

a screen display control step of displaying the game display screen on a screen display unit; and

a frame execution step of executing the frames, in which the panels are disposed in the panel layout step, based on panel information indicating characteristics of the panels disposed in the frames.

24. An information processing apparatus that controls a game in which first and second characters join battles, comprising:

a server apparatus or user terminal, comprising:

a data storage unit that stores a first panel database, which includes a plurality of panels that the first character posesses, and a second panel database, which includes a plurality of panels that the second character posesses; and

a control unit,

wherein the control unit includes:

a screen display control section that displays a game display screen, which includes a display region formed by one or more frames, on a screen display unit;

a panel selection section that selects panels, which are to be disposed in the frames of the display region, from the first and second panel databases;

a panel layout section that places the panels selected by the panel selection section in the frames; and

a frame execution section that executes the frames, in which the panels are disposed by the panel layout section, in predetermined order.

25. An information processing apparatus that controls a game in which first and second characters join battles, comprising:

a server apparatus or user terminal, comprising:

a data storage unit that stores a first panel database, which includes a plurality of panels that the first character posesses, and a second panel database, which includes a plurality of panels that the second character posesses; and

a control unit,

wherein the control unit includes:

a screen display control section that displays a game display screen, which includes a display region formed by one or more frames, on a screen display unit;

a panel selection section that selects panels, which are to be disposed in the frames of the display region, from the first and second panel databases;

a panel layout section that places the panels selected by the panel selection section in the frames; and

a frame execution section that executes the frames, in which the panels are disposed by the panel layout section, based on panel information indicating characteristics of the panels disposed in the frames.

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